## SEARCH AND DESTROY!

C:\Documents and Settings\kroonc\Local Settings\Temporary Internet Files\Content.IE5\PFFTXT9Q\MC900339232[1].WMF(A point-plotting activity on the coordinate grid)

1. Construct two coordinate grids. Label the X-axis from –4 to 4.

Label the Y-axis from –4 to 4. This is the search area. You will use one of the grids to place your ships, the other to record your guesses as you try to find your opponents ships.

1. You have five ships of various sizes:

One polynomial -- 4 units (ordered pairs) long

Two trinomials -- 3 units (ordered pairs)

Two binomials – 2 units (ordered pairs)

1. Secretly place the ships on your grid either horizontally or vertically. (Use diagonal placement at your discretion—I let students choose). Place your ships on the points, not on the spaces in between the points.
2. Try to sink your opponent’s ships. To fire a shot, name its location as an ordered pair on the coordinate grid. Your opponent will respond with “hit” or “miss” after each shot. Record all hits and misses accurately. If a player selects the same location a second time, he/she misses a turn.
3. If a ship has a hit on each unit, it has been sunk. Your opponent will inform you when a ship has been sunk.
4. Players alternate turns until one player has sunk all of his/her opponent’s polynomials.

Your Ships Opponent’s Ships

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